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a plurality of decompress pipelines, wherein said control unit is configured to selectively route said blocks to one or more of said decompress pipelines, wherein each block comprises compressed vertex information, wherein said plurality of decompress pipelines are configured to decompress said blocks into a plurality of vertices, wherein said decompress pipelines are configured to cache said blocks of compressed vertex information to a memory, and wherein said decompress pipelines are further configured to retrieve said cached blocks of compressed vertex information from said memory as said blocks are required by said decompress pipelines [in a just-in-time manner].

24. (Amended) The graphics system as recited in claim 23, wherein said control unit is configured to route said blocks to said one or more of said decompress pipelines as said blocks are required by said decompress pipelines [in a just-in-time manner].

34. (Amended) A graphics system comprising:

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a control unit configured to receive compressed 3D geometry data, wherein said compressed 3D geometry data comprises a plurality of blocks; and

a plurality of decompress pipelines, wherein said control unit is configured to selectively route said blocks to one or more of said decompress pipelines, wherein each block comprises compressed vertex information, wherein said plurality of decompress pipelines are configured to decompress said blocks into a plurality of vertices;

wherein said control unit is configured to route said blocks to said one or more of said decompress pipelines when said blocks are to be decompressed [in a just-in-time manner].

36. (Amended) The graphics system as recited in claim [34] 35,
and wherein said decompress pipelines are further configured to retrieve said cached blocks of compressed vertex information from said memory as said blocks are required by said decompress pipelines [in a just-in-time manner].

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47. (Amended) A graphics system comprising:

a control unit configured to receive compressed 3D geometry data, wherein said compressed 3D geometry data comprises a plurality of blocks; and

a plurality of decompress pipelines, wherein said control unit is configured to selectively route said blocks to one or more of said decompress pipelines, wherein each block comprises compressed vertex information, wherein said plurality of decompress pipelines are configured to decompress said blocks into a plurality of vertices, wherein each decompress pipeline is coupled to one or more set up units configured to transform said vertices and assemble geometric primitives from said transformed vertices, wherein each setup unit comprises a transformed vertex memory, wherein each setup [units] unit is configured to store vertices into said transformed vertex memory, and wherein said setup units are configured to reuse said transformed vertices stored in said transformed vertex memory to form geometric primitives.

49. (Amended) The graphics system as recited in claim 48, wherein said decompress pipelines are configured to retrieve said cached blocks of compressed vertex information from said memory as said blocks are required by said decompress pipelines [in a just-in-time manner].

50. (Amended) The graphics system as recited in claim 47, wherein said control unit is configured to route said blocks to said one or more of said decompress pipelines as said blocks are required by said decompress pipelines [in a just-in-time manner].